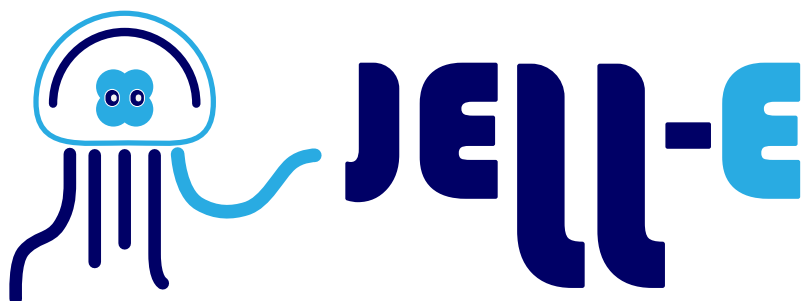


051998 - Design and Robotics - Robotics and Design

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## Jell-E | The revolution of emotions

User Manual

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*Project developed in collaboration with:*

*AirLab - Politecnico di Milano - Leonardo Campus*

*Lab Prototipi - Politecnico di Milano - Bovisa Campus*

*Lab Moda - Politecnico di Milano - Bovisa Campus*

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## Jell-E | User Journey

### User Manual

Jell-E is a wearable robot: it aims to be a mean for kids to communicate and express themselves. It can be considered as a called *transitional object*: the representation of an object which kids use to make a transition from childhood to a first approach to the interactive world with others.

Jell-E has 2 eyes, which will recognize movement and proximity; a robotic tentacle, which will move according to the interactions provided, a long squeezable tentacle, with a botton on the tip and a microphone close to your shoulder to detect high sounds, lights around the eyes, which will change color according to the emotions Jell-E is feeling.



In this user manual you will find a precise guide which will explain in detail all the features of Jell-E, from how to dress it to how to make it work. The manual is intended for adults, to let them explain how to play with Jell-E and have an optimal experience.

## User guide | Emotions & Interactions

### Guide of use

*For an optimal user experience it is fundamental to understand and visualize how the product works, which are all its components and features and how to wear it in the best way. All the interactions and emotions are explained in detail in the following steps.*



1 - Open the packaging: the product comes with a shoulder adapter and a elastic bend.



2 - Let the edge with velcro of the jellyfish passing through the holes in the shoulder adapter.



3 - Fix and stabilize the product to the shoulder adapter by locking the two sides of the velcro.



4 - Switch the product on. Use the switcher on its back to turn it on.

## User guide | Emotions & Interactions

### Guide of use



5 - Jell-E will start to “breathe” and act as alive, lighting the fading white LEDs in the head.



6 - After wrapping the long tentacle along the arm, click its tip to play with Jell-E.



7 - If you click once Jell-E turns blue and the tentacle will move back, going along your body (SAD).



8 - If you click twice Jell-E turns rainbow, the tentacle will swing up and down in diagonal (HAPPY).

## User guide | Emotions & Interactions

### Guide of use



9 - If you keep pressed the tip Jell-E turns red and move the tentacle as to say "no" (ANGRY).



10 - Same interaction can be obtained if you go too close to Jell-E: she tells you to stay away.



11 - If Jell-E detects screaming too loud, she moves towards your chest, as to hide herself.



12 - This interaction corresponds to the purple color and shows FEAR.



## User guide | Emotions & Interactions

### Guide of use



13 - If someone says "Hello" with the hand to Jell-E she replies moving the tentacle.



14 - The movement tries to replicate the "Hello" one, turning eyes to green.



15 - This action must be inside a specific range of distance between 20 cm and 1,5 m.



16 - Once the game is finished, you can turn off Jell-E by using the switch.



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